# New Unemployment Insurance Benefits and Paycheck Protection Program Loan Application Assistance for Small Business Owners!



Business Hotline and Call Center Phone: 562-570-4BIZ (4249) Open Seven Days a Week! Hours: 8:00AM-5:00PM

Website: longbeach.gov/4BIZ

Dear Economic Development Partner.

New Benefits for Self-Employed! Pandemic Unemployment Assistance (PUA) Program
The California Employment Development Department (EDD) recently launched the
Pandemic Unemployment Assistance (PUA) Program to extend Unemployment Insurance
(UI) benefits to independent contractors and self-employed individuals. Beginning today,
April 28, small business owners and freelancers can apply for UI benefits through the EDD
online portal.

Please note that freelancers and business owners who may have previously filed a UI claim and were declined, are encouraged to file again under the new PUA Program. Recipients may receive up to \$767 per week through July 25, 2020. For more information, visit the <u>EDD website</u>.

## New City Assistance Program! Paycheck Protection Program (PPP)

The City of Long Beach has a new partnership with the <u>National Development Council</u> (NDC) to help Long Beach businesses navigate the <u>Paycheck Protection Program</u> (PPP) loan application process. The NDC is a nationwide non-profit that raises and directs capital funding to projects in low-income communities. Instead of having to work through a bank or financial institution, Long Beach businesses can now work through the <u>NDC online portal</u> to submit a loan application for the PPP.

#### **Business Hotline and Call Center**

For business and worker-related questions, please contact the Economic Development Department Business Hotline and Call Center at 562-570-4BIZ (4249). The Business Hotline and Call Center is open seven days a week from 8:00AM – 5:00PM.

### Follow Us on Social Media

Facebook: @LBEconDev Instagram: @lbecondev Twitter: @LBEconDev



# 411 W. Ocean Blvd Long Beach, CA 90802 (562) 570-6805 longbeach.gov/economicdevelopment